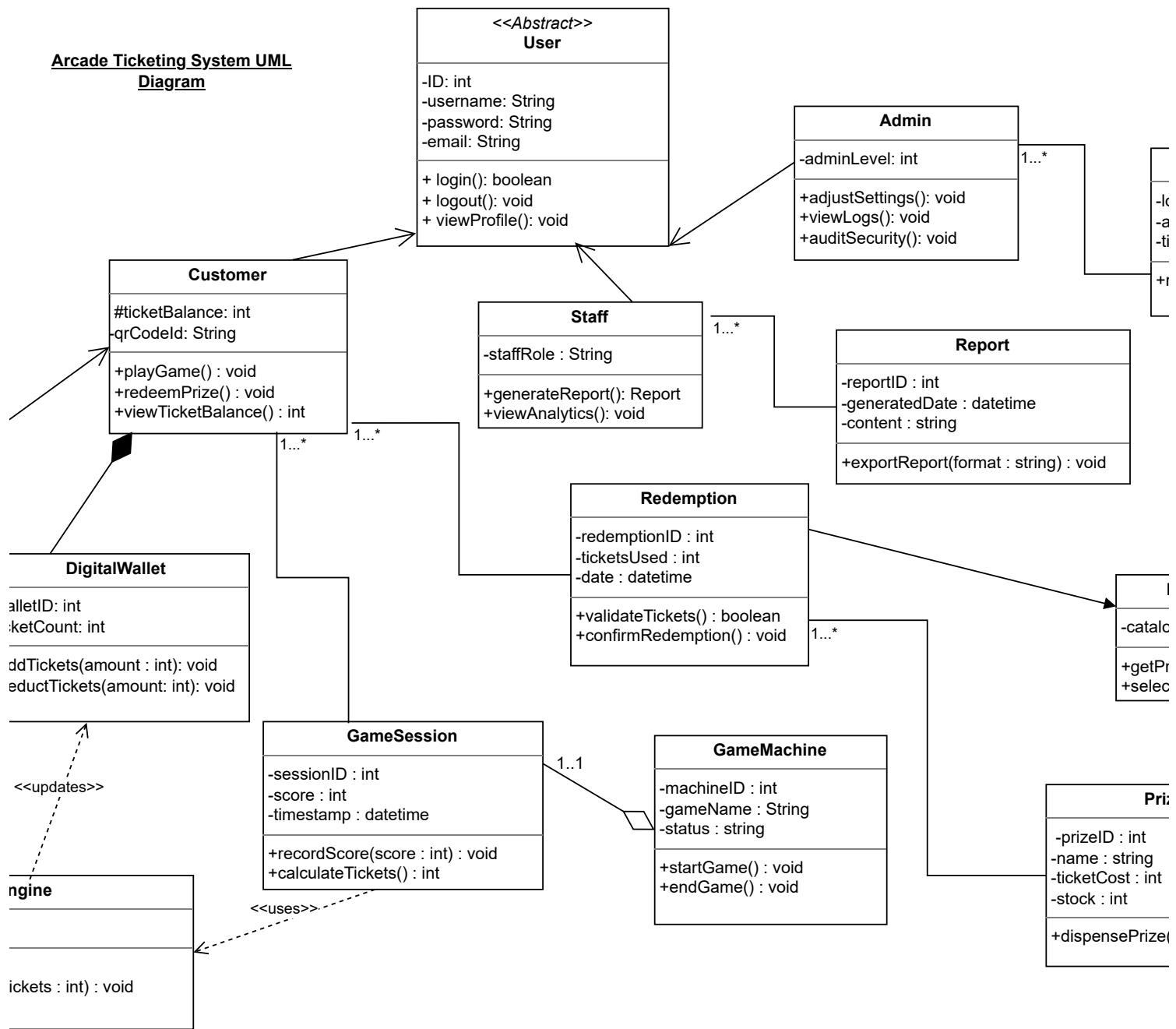


Arcade Ticketing System UML Diagram



AuditLog
ogID : int action : string imestamp : datetime
recordAction(action : string) : void

PrizeCatalogue
oguelID : int
sizeList() : List<Prize> tPrize(id : int) : Prize

ze
() : void

